

Direct Numerical Computation of Polynomial Multiplication Maps

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Macaulay framework

- ▶ Consider a system of polynomials

$$f(x, y) = 1 + x + y = 0$$

$$g(x, y) = 2x^2 - 2y - 6 = 0$$

- ▶ The null space of a 'Macaulay matrix' M_2 is then spanned by generalized Vandermonde vectors associated with the common roots $(1, -2), (-2, 1)$ [2]

$$\begin{array}{l} f(x, y) \\ xf(x, y) \\ yf(x, y) \\ g(x, y) \end{array} \underbrace{\begin{bmatrix} 1 & x & y & x^2 & xy & y^2 \\ 1 & 1 & 1 & & & \\ & 1 & & 1 & 1 & \\ & & 1 & & 1 & 1 \\ -6 & & -2 & 2 & & \end{bmatrix}}_{M_2} \begin{bmatrix} 1 & 1 \\ 1 & -2 \\ -2 & 1 \\ 1 & 4 \\ -2 & -2 \\ 4 & 1 \end{bmatrix} \begin{array}{l} 1 \\ x \\ y \\ x^2 \\ xy \\ y^2 \end{array} = \mathbf{0}$$



Macaulay framework: Multiplication maps

- ▶ From the null space, the multiplication maps D_x, D_y can be computed:

$$N = \begin{bmatrix} 1 & 1 \\ 1 & -2 \\ -2 & 1 \\ 1 & 4 \\ -2 & -2 \\ 4 & 1 \end{bmatrix} \begin{matrix} 1 \\ x \\ y \\ x^2 \\ xy \\ y^2 \end{matrix} \Rightarrow \begin{matrix} 1 \\ x \\ y \end{matrix} \begin{bmatrix} 1 & 1 \\ 1 & -2 \\ -2 & 1 \end{bmatrix} \underbrace{\begin{bmatrix} 1 & 0 \\ 0 & -2 \end{bmatrix}}_{D_x} = \begin{bmatrix} 1 & -2 \\ 1 & 4 \\ -2 & -2 \end{bmatrix} \begin{matrix} x \\ x^2 \\ xy \end{matrix}$$
$$\begin{matrix} 1 \\ x \\ y \end{matrix} \begin{bmatrix} 1 & 1 \\ 1 & -2 \\ -2 & 1 \end{bmatrix} \underbrace{\begin{bmatrix} -2 & 0 \\ 0 & 1 \end{bmatrix}}_{D_y} = \begin{bmatrix} -2 & 1 \\ -2 & -2 \\ 4 & 1 \end{bmatrix} \begin{matrix} y \\ xy \\ y^2 \end{matrix}$$

- ▶ In practice: **eigenvalue problem** to obtain the roots from a numerical null space basis $Z = NK$:

$$S_1 \underbrace{N K D_{x_i} K^{-1}}_{A_{x_i}} = S_{x_i} N.$$



Macaulay framework: general case

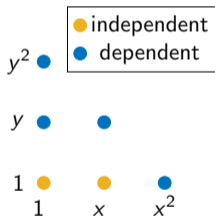
Macaulay matrix $\mathbf{M}_d \implies$ Null space basis $\mathbf{N}_d \implies$ Multiplication maps $\mathbf{A}_{x_i} \implies$ Eigenvalues

► Details:

- Gap: linearly dependent degree block (d large enough)
- Rank checks and system solving using SVD
- Ways to avoid explicit construction of \mathbf{M}_d

► Drawbacks:

- Large sizes of matrices involved: # monomials = $\binom{n+d-1}{n-1}$
- Computation of 'unnecessary objects' $\mathbf{M}_d, \mathbf{N}_d$
- Zero dimensional solution set required





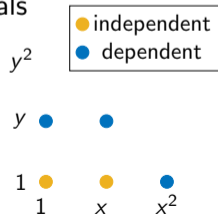
Symbolic methods

- ▶ **Not all monomials are required** to set up multiplication maps [1]
- ▶ We can substitute monomials: e.g. reconsider $f(x, y), g(x, y)$

$$\begin{array}{l}
 y = -1 - x \\
 x^2 = y + 3
 \end{array}
 \implies
 \begin{array}{l}
 y = -1 - x \\
 x^2 = -1 - x + 3 \\
 xy = -x - x^2
 \end{array}
 \implies
 \begin{array}{l}
 y = -1 - x \\
 x^2 = 2 - x \\
 xy = -2
 \end{array}$$

- ▶ In vector representation: $\mathcal{B} = \{1, x\}$ as basis polynomials

$$N = \begin{bmatrix} 1 & x \\ 1 & 0 \\ 0 & 1 \\ -1 & -1 \\ 2 & -1 \\ -2 & 0 \end{bmatrix} \begin{matrix} 1 \\ x \\ y \\ x^2 \\ xy \end{matrix}$$

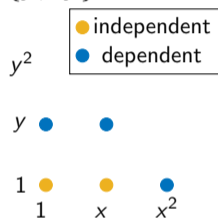




Symbolic methods

- ▶ Since $y = -1 - x$, y^2 is a linear combination of $y \cdot \mathcal{B} = \{y, xy\}$

$$N = \begin{bmatrix} 1 & x \\ 1 & 0 \\ 0 & 1 \\ -1 & -1 \\ 2 & -1 \\ -2 & 0 \end{bmatrix} \begin{matrix} 1 \\ x \\ y \\ x^2 \\ xy \\ xy \end{matrix}$$



- ▶ Multiplication maps carry out this substitution:

$$\begin{matrix} 1 & x \\ 1 & 0 \\ x & 0 \end{matrix} \begin{matrix} 1 \\ x \\ 1 \end{matrix} \mathbf{A}_x = \begin{matrix} 1 & x \\ 0 & 1 \\ 2 & -1 \end{matrix} \begin{matrix} 1 \\ x \\ x^2 \end{matrix} \} x \cdot \mathcal{B}$$

$$\begin{matrix} 1 & x \\ 1 & 0 \\ x & 0 \end{matrix} \begin{matrix} 1 \\ x \\ 1 \end{matrix} \mathbf{A}_y = \begin{matrix} 1 & x \\ -1 & -1 \\ -2 & 0 \end{matrix} \begin{matrix} 1 \\ y \\ xy \end{matrix} \} y \cdot \mathcal{B}$$



Symbolic methods: some details

► Example:

- Actively try to discover only border monomials [1]
- **Reduction** of multiples of border elements onto basis elements using row echelon form
 \implies **fewer monomials**

$$\begin{array}{l}
 f(x) \\
 g(x) \\
 xf(x) \\
 yf(x) \\
 xg(x)
 \end{array}
 \begin{bmatrix}
 1 & x & y & x^2 & xy & y^2 & x^3 & x^2y & xy^2 \\
 5 & 4 & 3 & 2 & 1 & & & & \\
 5 & 4 & 3 & 2 & & 1 & & & \\
 & 5 & & 4 & 3 & & 2 & 1 & \\
 & & 5 & & 4 & 3 & & 2 & 1 \\
 5 & & & 4 & 3 & & 2 & & 1
 \end{bmatrix}
 \xrightarrow{\text{rref}}
 \begin{array}{l}
 f(x) \\
 g(x) \\
 h(x) \\
 b(x)
 \end{array}
 \begin{bmatrix}
 1 & x & y & x^2 & xy & y^2 & x^3 & x^2y \\
 5 & 4 & 3 & 2 & 1 & & & \\
 5 & 4 & 3 & 2 & & 1 & & \\
 -\frac{10}{6} & \frac{7}{6} & -\frac{11}{6} & \frac{8}{6} & & & 1 & \\
 -\frac{35}{3} & -\frac{28}{3} & -\frac{16}{3} & -\frac{14}{3} & & & & 1
 \end{bmatrix}$$

► Drawbacks:

- Limited adaptability in choice of polynomial basis [4]
- Row-echelon form to check linear (in)dependence

y^3				● independent ● dependent ? unknown
y^2	●	●		
y	●	●	?	
1	●	●	?	
1	x	x^2	x^3	



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Rethinking the symbolic-style algorithm

► **Goal:** numerical-style approach with monomial substitution

1. Rewrite the symbolic-style algorithm in the null space
2. Add insights from the numerical methods

y^3	● independent
y^2 ●	● dependent
y ●	? unknown
1	●
1	●
x	●
x^2	●
x^3	?

$$N_2 = \begin{matrix} & \overbrace{1 \quad x \quad y \quad x^2}^{\mathcal{B}} \\ \begin{matrix} 1 \\ x \\ y \\ x^2 \\ xy \\ y^2 \end{matrix} & \begin{bmatrix} 1 & & & \\ & 1 & & \\ & & 1 & \\ & & & 1 \\ -5 & -4 & -3 & -2 \\ -5 & -4 & -3 & -2 \end{bmatrix} \end{matrix}$$

► **Example:** Adding dimensions \rightarrow Adding monomials $\{x^3, x^2y\}$ to \mathcal{B}

$$\mathbf{0} = \begin{matrix} f(\mathbf{x}) \\ g(\mathbf{x}) \end{matrix} \begin{bmatrix} 1 & x & y & x^2 & xy & y^2 & x^3 & x^2y \\ 5 & 4 & 3 & 2 & 1 & & & \\ 5 & 4 & 3 & 2 & & 1 & & \end{bmatrix} \begin{bmatrix} N_2 & x^3 & x^2y \\ & 1 & \\ & & 1 \end{bmatrix} \begin{matrix} x^3 \\ x^2y \end{matrix}$$



Partial multiplication maps

- ▶ The following maps then express multiplication: $\mathcal{B} \mapsto x \cdot \mathcal{B}$ and $\mathcal{B} \mapsto y \cdot \mathcal{B}$
 - ▶ Images of $\mathcal{B}_1 = \{1, x, y\}$ are known: **perform substitution** where possible
 - ▶ $\mathcal{B}_2 = \{x^2\}$ maps to new dimensions $\mathcal{B}_{new} = \{x^3, x^2y\}$
 - ▶ **Numerical insight:** column basis can be unknown \rightarrow linear system

$$\begin{array}{l}
 \mathcal{B}_1 \left\{ \begin{array}{l} 1 \\ x \\ y \end{array} \right. \\
 \mathcal{B}_2 \left\{ \begin{array}{l} x^2 \end{array} \right.
 \end{array}
 \left[\begin{array}{cccc} 1 & x & y & x^2 \\ 1 & & & \\ & 1 & & \\ & & 1 & \\ & & & 1 \end{array} \right]
 \mathbf{A}_x =
 \left[\begin{array}{cccc|cc} 1 & x & y & x^2 & \overbrace{x^3 \quad x^2y}^{\mathcal{B}_{new}} & \\ & & & & & \\ & & & & & \\ -5 & -4 & -3 & -2 & & \\ \hline & & & & 1 & \end{array} \right]
 \left. \begin{array}{l} y \\ xy \\ y^2 \\ x^3 \end{array} \right\}
 \begin{array}{l} x \cdot \mathcal{B}_1 \\ x \cdot \mathcal{B}_2 \end{array}$$

$$\begin{array}{l}
 \mathcal{B}_1 \left\{ \begin{array}{l} 1 \\ x \\ y \end{array} \right. \\
 \mathcal{B}_2 \left\{ \begin{array}{l} x^2 \end{array} \right.
 \end{array}
 \left[\begin{array}{cccc} 1 & x & y & x^2 \\ 1 & & & \\ & 1 & & \\ & & 1 & \\ & & & 1 \end{array} \right]
 \mathbf{A}_y =
 \left[\begin{array}{cccc|cc} & & & & & \\ -5 & -4 & -3 & -2 & & \\ -5 & -4 & -3 & -2 & & \\ \hline & & & & 1 & \end{array} \right]
 \left. \begin{array}{l} y \\ xy \\ y^2 \\ x^2y \end{array} \right\}
 \begin{array}{l} y \cdot \mathcal{B}_1 \\ y \cdot \mathcal{B}_2 \end{array}$$



Deriving new equations

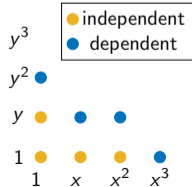
$$\begin{aligned}
 xy^2 &= (y^2) \cdot x = \begin{bmatrix} 1 & x & y & x^2 \\ -5 & -4 & -3 & -2 \end{bmatrix} \mathbf{A}_x = \begin{bmatrix} 1 & x & y & x^2 & x^3 & x^2y \\ 15 & 7 & 9 & 2 & -2 & 0 \end{bmatrix} \\
 &= (xy) \cdot y = \begin{bmatrix} 1 & x & y & x^2 \\ -5 & -4 & -3 & -2 \end{bmatrix} \mathbf{A}_y = \begin{bmatrix} 35 & 28 & 16 & 14 & 0 & -2 \end{bmatrix}
 \end{aligned}$$

► New relations: $\mathcal{B}_{new} = \mathbf{R} \cdot \mathcal{B}$ (S-Polynomials [1])

$$\mathbf{C} = \mathbf{A}_x(:,1:4)\mathbf{A}_y - \mathbf{A}_y(:,1:4)\mathbf{A}_x = \begin{bmatrix} 1 & x & y & x^2 & x^3 & x^2y \\ -15 & -7 & -9 & -2 & 2 & 1 \\ 20 & 21 & 7 & 12 & 2 & -2 \end{bmatrix} \begin{matrix} x^2 \cdot y - xy \cdot x = 0 \\ xy \cdot y - y^2 \cdot x = 0 \end{matrix}$$

► Update underlying vector representations (null space \mathbf{N})

$$\begin{matrix} \mathcal{B} & \mathcal{B}_{new} \\ \mathcal{B}_{new} \end{matrix} \begin{bmatrix} \mathbf{I} & \\ & \mathbf{I} \end{bmatrix} \xrightarrow{\text{Null } \mathbf{C}} \begin{bmatrix} \mathbf{I} \\ \mathbf{R} \end{bmatrix} \begin{matrix} \mathcal{B} \\ \mathcal{B}_{new} \end{matrix} \xrightarrow{\text{numerical basis}} \begin{bmatrix} \mathbf{T}_1 \\ \mathbf{T}_2 \end{bmatrix} \begin{matrix} \mathcal{P} \\ \mathcal{B}_{new} \end{matrix}$$





Updating maps numerically

- ▶ Construct new maps $\mathbf{A}_x^{\mathcal{P}}, \mathbf{A}_y^{\mathcal{P}}$ until they commute [3]: **linear system**

$$\mathbf{N}_{new} = \begin{matrix} & \mathcal{B} & \mathcal{B}_{new} \\ \mathcal{B} & \begin{bmatrix} \mathbf{I} & \mathbf{0} \\ & \mathbf{A}_x \end{bmatrix} \\ y \cdot \mathcal{B} & \begin{bmatrix} & \mathbf{A}_y \end{bmatrix} \end{matrix} \begin{bmatrix} \mathcal{P} \\ \mathbf{T}_1 \\ \mathbf{T}_2 \end{bmatrix} = \begin{bmatrix} \mathcal{P} \\ \mathbf{T}_1 \\ \mathbf{A}_x \mathbf{T} \\ \mathbf{A}_y \mathbf{T} \end{bmatrix} \begin{matrix} \mathcal{B} \\ x \cdot \mathcal{B} \\ y \cdot \mathcal{B} \end{matrix}$$

- ▶ Problem: $\mathbf{N}_{new}(x \cdot \mathcal{B}) = \mathbf{A}_x \mathbf{T}$ is known, $\mathbf{N}_{new}(x \cdot \mathcal{B}_{new})$ is not!
 - ▶ Row \mathbf{T}_1 : subspace polynomials with known images
 - ▶ Null \mathbf{T}_1 (\mathcal{K} = basis): subspace for polynomials without known images

$$\begin{matrix} \mathcal{B} \\ \mathcal{K} \end{matrix} \begin{bmatrix} \mathbf{T}_1 \\ \mathbf{K}^T \end{bmatrix} \mathbf{A}_x^{\mathcal{P}} = \begin{matrix} \mathcal{P} & \mathcal{P} & x \cdot \mathcal{K} & y \cdot \mathcal{K} \\ \begin{bmatrix} \mathbf{A}_x \mathbf{T} & & & \\ & \mathbf{I} & & \\ & & & \mathbf{0} \end{bmatrix} \end{matrix} \begin{matrix} x \cdot \mathcal{B} \\ x \cdot \mathcal{K} \end{matrix}$$



Numerical experiments

- ▶ We compare the proposed algorithm with an SVD-based implementation (1) to MacaulayLab (2) [5]
 - ▶ n Polynomials of degree d in n variables with random coefficients
 - ▶ Seems to converge if rank decisions are correct

n	d	runtime (1) (s)	runtime (2) (s)	avg residual (1)	avg residual (2)
2	3	0.0014	0.0030	4.15×10^{-13}	4.16×10^{-14}
2	10	0.020	0.054	5.37×10^{-13}	2.42×10^{-14}
2	13	0.06	0.13	4.33×10^{-6}	2.06×10^{-10}
3	3	0.0053	0.017	3.96×10^{-13}	4.40×10^{-14}
3	5	0.042	0.16	3.51×10^{-11}	1.24×10^{-12}
3	8	1.63	2.42	4.75×10^{-5}	5.55×10^{-8}
4	3	0.035	0.21	1.01×10^{-11}	4.29×10^{-13}
4	5	4.66	10.34	2.07×10^{-6}	6.83×10^{-11}
5	3	0.70	4.55	3.91×10^{-13}	1.05×10^{-14}
6	3	23.58	498.72	3.96×10^{-11}	8.03×10^{-13}



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Conclusion and future work

▶ **Conclusion:**

- ▶ Different view on symbolic algorithms
 - ▶ Determining independent monomials with row echelon form → Linear system for multiplication maps in intermediate steps
 - ▶ S-polynomials → Non-commutativity of multiplication maps
 - ▶ Adding a select set of additional dimensions
- ▶ Adaptable to SVD-based, basis-agnostic implementation

▶ **Future work:**

- ▶ More stable computation to obtain new equations through \mathbf{C} ?
- ▶ Stability of obtaining multiplication maps in each iteration?
- ▶ More compression by fully exploiting polynomial structure?



References

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- [3] B Mourrain. "A new criterion for normal form algorithms". In: *Applied Algebra, Algebraic Algorithms and Error-Correcting Codes. AAECC 1999* (1999), pp. 430–443.
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- [5] Christof Vermeersch and Bart De Moor. "Two complementary block Macaulay matrix algorithms to solve multiparameter eigenvalue problems". In: *Linear Algebra and its Applications* 654 (2022), pp. 177–209.